

# **SHE-RA™**

## **Princess of Power™**

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BRIGIS

PP #67076

April 11, 1986

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Pages: 37 (TAG)

SHERA, PRINCESS OF POWERBRIGISPP #67076CAST LIST

SHADOW WEAVER

HORDAK

CATRA

BOW

MADAME RAZZ

BROOM

GRIZZLOR

MANTENNA

ADORA

SHERA

KOWL

IMP

TROOPER #1

TROOPER #2

SWIFT WIND

CHIEF - The leader of the village of Brigis.

WITCH - A sorceress in white robes. Three lines.

JARINE - A girl of about eight, she is from the village of Brigis.

VILLAGER - Male, from the village of Brigis. Two lines.

SHERA, PRINCESS OF POWERBRIGISPP #67076ACT ONE

FADE IN:

1 EXT FRIGHT ZONE - ESTABLISHING

Enough to know where we are.

2 INT FRIGHT ZONE - DAY

HORDAK is looking over CATRA'S shoulder at the viewscreen.  
SHADOW WEAVER stands next to him.

3 ANGLE ON SHADOW WEAVER

Her eyes pulsate.

SHADOW WEAVER

Here is the place I told you about,  
Hordak.

4 ANGLE ON HORDAK

HORDAK

Excellent!

5 ANGLE ON CATRA

She points toward the scope.

CATRA

Shadow Weaver, what is that glow  
on the viewscreen?

6 ANGLE ON SHADOW WEAVER

Pointing to the glow on the viewscreen.

SHADOW WEAVER

A place where there is great  
magical power.

7 ANGLE ON HORDAK

HORDAK

And soon I shall have that  
magical power.

8 ANGLE ON CATRA

She points to the viewscreen.

CATRA

But that's nothing but an empty field.

9 ANGLE ON SHADOW WEAVER

SHADOW WEAVER

Yes, except for one day every five hundred years. Many years ago the Chief of the village of Brigis made an agreement with a powerful and good witch... \*

10 WIDEN

Shadow Weaver waves her arms and a hazy image of the chief and a white robed witch appear. The witch hands the chief a glowing box.

SHADOW WEAVER (VO, con't)

...to use his village to take care of the witch's box of magical powers... \*

CHIEF

And if we guard this box as you ask? \*

WITCH

Then Brigis will live forever, moving slowly through time. It will reappear for only one day every five hundred years.

11 ANGLE ON CHIEF

CHIEF

And we shall have continued happiness and health?

12 ANGLE ON WITCH

WITCH

Yes, but remember -- if any member of the village ever leaves...

CAMERA PUSHES IN on the witch.

WITCH (con't)

...the spell will be broken and the village will be doomed!

The image DISSOLVES.

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13 ANGLE ON CATRA

She looks toward Hordak.

CATRA

But if the village is only here  
for one day, you won't have time to  
get the witch's magical power source.

14 ANGLE ON HORDAK

Smiling evilly.

HORDAK

Oh, yes I will...the spell will be  
broken...

15 CLOSER ON HORDAK

HORDAK (con't)

...when we capture somebody from the  
village.

(he laughs)

Mantenna! Grizzlor!

WIPE TO:

16 EXT ROLLING HILLS AREA - DAY

A gently rolling hilly grassy area with a few trees and some  
rock outcroppings. The Whispering Woods are nearby. PAN TO  
BOW and ADORA looking up to the sky. Bow is placing an  
arrow in his bow.

17 ANGLE ON BOW

He puts the bow behind his back and aims it toward the sky.

BOW

I call this my backup shot.

He releases the arrow.

18 CAMERA TRACKS ARROW UPWARD TO BULLSEYE TARGET

The arrow hits the center of the target.

19 PULL BACK TO REVEAL

MADAM RAZZ, on BROOM, is pulling the target by a long  
string.

20 ANGLE ON MADAM RAZZ

She looks back toward the target.

MADAM RAZZ

And I call that good shooting,  
Bow.

21 ANGLE WIDENS

Madam Razz, looking toward the target and not looking where she is going, plunges Broom directly into a thick bush.

22 ANGLE ON BUSH

There's movement in the bush.

BROOM (OS)

And I call that rotten flying,  
Madam Razz.

23 WIDEN

They fly out of the bush, unhurt. CAMERA TRACKS them across the sky, then PANS DOWN TO:

24 OTHER SIDE OF KNOLL

A Horde Patrol, led by MANTENNA and GRIZZLOR, are looking toward an empty field. At one end of the field is a crumbling old castle. On another side is a small, dammed lake and a wooden bridge over the stream leading to the lake.

25 ANGLE ON GRIZZLOR

Grizzlor looks toward Mantenna, confused.

GRIZZLOR

Mantenna, what are we looking for?

26 ANGLE ON MANTENNA

Pointing toward the empty field.

MANTENNA

I don't know. Prime Evil just  
said we should capture somebody  
from this village. \*

27 ANGLE ON EMPTY FIELD

GRIZZLOR (VO)

Oh, sure, yes, sure...uhh!  
(realization) \*

What village?

28 ANGLE ON MANTENNA

MANTENNA

It's supposed to be--!

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His eyes bulge out, indicating he is seeing something special.

29 ANGLE ON FIELD - MANTENNA'S POV

MANTENNA (VO)

There it is!

It is as before, but then the village of Brigis slowly appears. (STORYBOARD NOTE: Please be sure landmarks (the castle ruins and the lake) are carried from before the village appears through the village appearing.) The village is brightly colored with many small houses, much like any other Etherian village. There is a larger house in the middle of the village, with a huge hourglass in front of it.

30 ANGLE ON GRIZZLOR

GRIZZLOR

(surprised)

Wow! Wow!

31 ANGLE ON MANTENNA AND GRIZZLOR

MANTENNA

Stop wowing! We have to bring someone back to Shadow Weaver. \*

32 ANGLE ON LITTLE GIRL - THEIR POV

A little girl, JARINE, carrying a small basket, is walking toward a clump of flowers not far from the village.

MANTENNA (OS)

That little girl will be perfect.  
I'll go get her.

33 ANGLE ON JARINE

She is very busily picking flowers and putting them in her basket, as Mantenna approaches her.

MANTENNA

Hello, little girl. What are you doing?

34 ANGLE ON JARINE

She places a flower into her basket.

JARINE

I'm picking flowers. I love flowers.

35 ANGLE ON MANTENNA AND JARINE

MANTENNA

You do, huh? Well, I know where there's a field full of pretty ones. Come, I'll show you.

36 CLOSE ON JARINE

JARINE

Oh, no, I'm not allowed to leave the village.

37 ANGLE ON MANTENNA AND JARINE

MANTENNA

It's just over that hill.

JARINE

(a hesitation)

I'd like to see them, but I really should stay here.

MANTENNA

Oh, come on. You won't be gone for long. And you'll really love these flowers!

JARINE

Well...oh, all right, but just for a minute.

38 CLOSE ON MANTENNA

MANTENNA

That's all it will be, just a minute.

39 WIDEN ANGLE

They walk over the knoll.

40 ANGLE FROM JARINE'S POV

It is a barren area, no flowers are to be seen. (ESTABLISH a dead tree trunk at the top of the knoll.)

JARINE (VO)

There aren't any flowers here.

41 ANGLE ON GRIZZLOR

He rushes toward her, growling.

GRIZZLOR

No, but I am! Now, young lady, come with us!



42 ANGLE ON JARINE

She sees him and runs away.

JARINE  
(defiantly)  
No!

43 ON GRIZZLOR AND MANTENNA

They run toward her.

44 REVERSE

Jarine stops at the crest and pushes the dead tree so that it rolls down the hill.

45 ON GRIZZLOR AND MANTENNA

As they see the tree trunk rolling toward them, they stop and start to back away, then the tree trunk catches up to them and they do pratfalls as they trip over the trunk and themselves.

46 CLOSE ON JARINE

As she turns and runs off.

CAMERA TRACKS her as she runs over the knoll.

47 ANGLE ON BOW AND ADORA - JARINE'S POV

She sees Bow and Adora and runs toward them.

JARINE (OS)  
Help! Help!

48 ANOTHER ANGLE ON ADORA AND BOW

Jarine runs up to them and hides behind Bow.

49 ANGLE ON BOW

He looks down toward Jarine.

BOW  
Easy, now. What's the problem?

50 ANGLE ON JARINE

She points nervously toward the top of the knoll.

JARINE  
Monsters! They were chasing me!

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51 ANGLE ON KNOLL - ADORA'S POV

No one can be seen.

ADORA  
(mystified)  
There's nothing there now.

52 ANGLE ON BOW

Looking down at Jarine.

BOW  
What's your name? And where are  
you from?

53 WIDEN ANGLE

She steps out from behind Bow's legs.

JARINE  
My name's Jarine and I'm from  
the village of Brigis.

54 ANGLE ON GRIZZLOR AND MANTENNA

They sneakily look over the top of the knoll.

55 ANGLE FROM MANTENNA'S POV

He sees Bow, Adora and Jarine.

MANTENNA  
There's that rebel, Adora!  
Wouldn't Hordak love to have her  
for a present?!

56 ANGLE ON GRIZZLOR

He looks toward Mantenna, a bit confused.

GRIZZLOR  
But Shadow Weaver wants us to capture  
someone from the village!

57 TWO SHOT - MANTENNA AND GRIZZLOR

MANTENNA  
Fool! Adora's twice as valuable  
as the girl!

58 WIDEN ANGLE - FROM ADORA'S AND BOW'S POV

Mantenna, Grizzlor and the platoon of Troopers come running  
over the knoll toward them.

MANTENNA  
Let's get her!

59 ANGLE ON JARINE

She sees the charging Horde and points toward them.

JARINE  
Monsters! There they are!

60 ANGLE ON BOW AND ADORA

They see the advancing Horde.

ADORA  
Yes, Jarine, those are monsters.  
Horde monsters.

Bow draws his bow.

BOW  
I'll keep 'em busy until you get  
Jarine safely into the woods.

61 ANGLE ON ADORA

She looks toward Bow.

ADORA  
(hesitantly)  
All right, Bow.

Adora whistles for Spirit.

ADORA  
(particular whistle)

62 WIDEN ANGLE

Spirit moves INTO FRAME. Adora climbs on and pulls Jarine up with her. She looks toward Bow.

ADORA  
Be careful.

Spirit gallops OS.

63 ANGLE ON BOW

Standing, arms akimbo.

BOW  
(shouting)  
Come and get me!

64 WIDE - WITH TROOPERS

As they move toward Bow. He waits until the last minute, then darts OS with the Troopers in pursuit.

CUT TO:

65 EXT WHISPERING WOODS - WIDE ON SPIRIT

Spirit, carrying Adora and Jarine, enters the Whispering Woods and stops. Adora lowers Jarine to the ground.

ADORA

Jarine, you'll be safe here. \*  
The trees will protect you. But  
don't go out of the woods.

66 ANGLE ON JARINE

JARINE

I won't.

67 ANGLE ON ADORA

Urging Spirit on.

ADORA

Come on, Spirit, Bow may need  
our help.

68 ANGLE WIDENS

Spirit and Adora move behind an outcropping of rocks. Adora reaches for her sword and holds it up.

ADORA

For the honor of Grayskull!

She transforms into SHERA.

SHERA

I am Shera!

She points the sword toward Spirit, and he transforms into SWIFT WIND.

69 ANOTHER ANGLE ON SWIFT WIND

Shera jumps onto Swift Wind who leaps into the air. CAMERA FOLLOWS (IN CUTS) as he lands behind several Horde Troopers and Shera jumps off. \*

70 MEDIUM ON BOW

Running away. He stops and reacts.

BOW

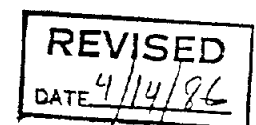
Shera! Well, all right!

SHERA

Thought I'd even up the odds. \*

70A CLOSE MANTENNA AND GRIZZLOR

As they react.



MANTENNA

It's -- it's -- Shera!

71 MEDIUM ON SHERA

CAMERA TRACKS as Shera, using her sword in high speed, cuts the ground in a big square around all the Troopers.

71A MEDIUM GRIZZLOR AND MANTENNA

As they watch.

GRIZZLOR

What's she doing?

MANTENNA

I don't know, but I don't like it!

72 CLOSE ON SHERA

~~She reaches down into the cut ground and with a swift~~  
movement of her wrist, she rolls the ground up as if it were a giant rug.

73 CAMERA FOLLOWS THE GROUND ROLLING UP

The Troopers tumble about as they are rolled up into the "rug."

74 WIDEN ANGLE

The ground "rug" rolls OS.

75 INT HORROR HALL

The image of the rolled up Troopers is seen in a pool of lava. CAMERA PULLS BACK, revealing Shadow Weaver is watching.

SHADOW WEAVER

Fools! Can't they do anything right?  
I'll have to get the girl myself.

76 ANGLE ON SHADOW WEAVER

She raises her arms and dissolves away.

77 EXT WHISPERING WOODS

Jarine is very close to the edge of the woods.

JARINE

I wonder which way I go to get  
back to Brigis.

She steps out of the woods to look about. She puts her flower basket down. (It remains there for the balance of the scene.) A SHIMMERING IMAGE APPEARS. The image comes into focus - it is Shadow Weaver.

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ANGLE ON JARINE

Jarine backs into Shadow Weaver Weaver.

JARINE  
(surprised)  
Oh! Who are you?

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79 CLOSE SHOT ON SHADOW WEAVER

SHADOW WEAVER  
Don't be frightened. Come with me.

80 WIDEN ANGLE

Shadow Weaver's hand reaches out for Jarine's hand as the girl tries to pull away.

JARINE  
No, thank you. I must find my way back to my village. \*

Shadow Weaver takes her hand.

SHADOW WEAVER  
Come along, child, I'll help you. \*

QUICK DISS TO:

81 WHISPERING WOODS

CLOSE ON flower basket as Adora's hands reach in and pick it up. Bow and Adora approach each other from opposite directions as MADAM RAZZ joins them. CAMERA PULLS BACK \*

ADORA (VO)  
Here's her flower basket.. \*

MADAM RAZZ  
She's nowhere to be found.

ADORA  
I just left her here a few minutes ago. Where could she have gone?

82 ANGLE ON BOW

BOW  
She probably went home to -- what was the name of that place?

83 TWO SHOT - ADORA AND BOW

She moves closer to Bow.

ADORA  
Brigis. Funny, but I've never heard of it.

BOW  
Me neither. And I thought I knew every town in this area.

84 ANGLE ON RAZZ

She rubs her chin.

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MADAM RAZZ

Brigis...? Brigis! There is a legend  
about an ancient village named Brigis...  
It's supposed to have been in the valley  
near the old castle ruins.

85 ANGLE ON ADORA

Reacting excitedly.

ADORA

That's where we first saw the  
little girl.

She turns to the others.

ADORA (con't)

She may have gone back there.  
Let's go see.

86 WIDER WITH OTHERS

As Adora begins to move, closely followed by the others.

ADORA (con't)

(to Madame Razz)

Maybe you'd better tell me about  
the legend, too, Madame.

MADAME RAZZ

Well, it seems that a good witch  
needed a safe place for her  
magical box of power...

(voice fades away during above)

DISSOLVE TO:

87 INT FRIGHT ZONE - HORDAK'S CHAMBER

Shadow Weaver and Jarine stand in front of Hordak's throne  
as he looks down menacingly.

HORDAK

Excellent, Shadow Weaver. You  
have captured this girl.

88 ANGLE - SHADOW WEAVER

SHADOW WEAVER

Yes, master. Now the village of  
Brigis cannot disappear. And now  
the witch's power can be captured  
by your troopers. You will be  
all powerful!

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FAVOR JARINE

Reacting angrily and looking up at Hordak.

JARINE

So, that's why you brought me here!

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90 ANGLE - HORDAK

Leaning over from his throne.

HORDAK

That's right, little girl. Don't be afraid!

91 WITH JARINE

JARINE

I'm not afraid! I just want to go home!

92 ANGLE - HORDAK

HORDAK

You will, but not right now.

He turns and looks OS.

93 WIDEN SHOT TO INCLUDE TROOPER/GUARD

HORDAK

Send my Horde Troopers to Brigis!  
And bring back the magical box of power!

HOLD A BEAT, then

QUICK DISS TO:

94 EXT GRASSY FIELDS - SAME DAY

Bow on Arrow, and Adora on Spirit, are crossing the field. Kowl is on Bow's shoulder. Madame Razz and Broom are flying next to them.

95 ANGLE ON MADAME RAZZ AND BOW

Madame is finishing her explanation.

MADAM RAZZ

...and so that's the story of Brigis

96 ANGLE ON KOWL

He is sitting on Bow's shoulder.

KOWL

It only appears one day every five hundred years. That's what I call a good night's sleep!

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WIDE - ANOTHER ANGLE - WITH VILLAGE

As Bow, Adora, and Madame Razz and Broom reach the edge of the village. In the BG, the castle ruins can be seen.

BOW

Look!

\*

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98 CLOSER ON GROUP - FAVOR BOW

Looking surprised at the sight.

BOW

So this is Brigis. I don't believe it. It wasn't here this morning.

99 ANGLE ON ADORA

She looks around.

ADORA

But where is everyone?

100 ANGLE WIDENS

Suddenly numerous villagers appear from behind the houses and trees, coming in their direction. They are very agitated.

BOW (VO) \*

There they are.

101 ANGLE MADAME RAZZ

She is standing next to Broom, looking at the oncoming villages.

MADAM RAZZ \*

And they don't look happy to see us.

102 ANGLE ON LEAD VILLAGER

He approaches our group menacingly, pointing toward Jarine's flower basket in Adora's hand.

VILLAGER

(accusingly)

That's Jarine's flower basket!  
What have you done with her?

103 ANGLE WIDENS

The villagers ominously surround them.

104 ANGLE ON ADORA

ADORA

We've done nothing. We've been looking for her.

105 ANGLE ON VILLAGERS

An elderly man, the chief, the same man seen in Shadow's images, pushes his way through the crowd.

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CHIEF  
 (to villagers)  
 Please, this is no way to treat  
 visitors!

106 CLOSER ON CHIEF

He looks toward Bow and Adora.

CHIEF (con't) \*  
 Please...Welcome to Brigis...

107 ANGLE ON MADAM RAZZ

She moves toward the Chief.

MADAM RAZZ  
 Sir, we know all about the legend  
 of Brigis.

108 ANGLE ON CHIEF

CHIEF  
 Then you can understand why  
 we are so anxious to find Jarine.

He points toward the hourglass.

109 CLOSER ON HOURGLASS

The sand on the top section is running low.

CHIEF (OS) \*  
 We cannot leave without her.  
 If we don't find her, the spell  
 will be broken forever, and we have  
 very little time left!

110 WIDE ANGLE

Kowl nervously FLIES INTO SHOT.

KOWL  
 The Horde is coming! The Horde  
 is coming!

111 WIDE ANGLE

All the villages nervously look toward the Chief.

112 ANGLE ON CHIEF

He tries to calm the villagers.

CHIEF  
 Stay calm! This Horde, they have  
 no reason to hurt us.

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113 ANGLE ON BOW

He looks toward the Chief.

BOW

The Horde doesn't need a reason, sir.  
You mustn't stay here. \*

114 ANGLE ON ADORA

She looks toward the Chief.

ADORA

Right! We better take you all into  
the safety of Whispering Woods. \*

115 CLOSE ON CHIEF

He nods "yes."

QUICK DISS TO:

116 EXT OUTSIDE VILLAGE ON HILLSIDE

Hordak is standing on a ridge above the village. Imp  
bounces up onto his shoulder.

117 ANGLE FAVORS IMP

Imp moves close to his ear.

IMP

There's nobody there! Ha! It's  
going to be easy. The magic power  
is as good as yours. \*

Hordak looks toward Brigis.

118 HORDAK'S POV

He sees the village.

HORDAK (VO)

Excellent! Let's not waste any  
more time.

119 ANGLE ON HILL TOP

A row of Troopers are lined up at the top of the hill.

120 ANGLE ON HORDAK

HORDAK

Robot Troopers! Attack!

121 ANGLE WIDENS

The line of Troopers begins moving across the small wooden  
bridge toward Brigis.

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122 ANGLE ON ADORA NEAR WHISPERING WOODS

She steps out of the woods.

ADORA

The villagers will be safe in  
Whispering Woods. Now it's time  
for Shera.

She moves behind a large rock. \*

ADORA

For the honor of Grayskull!

123 TRANSFORMATION SEQUENCE

SHERA

I am Shera!

124 WIDEN ANGLE - SHERA AND TROOPERS

Shera looks toward the robot Troopers as they cross the  
wooden bridge.

SHERA

I think it's time to pack those  
robots up and send them back to  
the Fright Zone.

She looks OS.

SHERA (con't)

That old dead tree should do the  
job.

125 HER POV

A VERY LARGE, obviously dead, hollow tree lies on the  
ground. \*

126 WIDE ON SHERA

In the BG the robot Troopers approach via the wooden bridge.

127 ANGLE ON SHERA

She reaches down to grasp the end of the wooden bridge.  
Flexing her muscles, she rips it out of the ground.

128 WIDE ON SHERA

To show her pulling the end of the bridge free and propping  
it over a huge boulder. As she does so, the robot Troopers  
hang on to the bridge railings.

TROOPER #1

Hey! Put us down!



TROOPER #2

Stop!

129 ANGLE FAVORING SHERA

She steps back, antics, and leaps up as SHOT WIDENS. She drops down on the edge of the bridge which is on her side of the huge boulder. As she lands, the boulder serves as a fulcrum and the other end of the bridge is catapulted into the air, sending the Troopers sailing OS.

TROOPER #1, #2

(together)

Yeowwww! Whoaaaa!

130 ANGLE ON LARGE DEAD HOLLOW TREE

The robot Troopers drop INTO SHOT and into the dead hollow tree, GLUP, GLUP, GLUP, until the tree is full and only one Trooper's head sticks out.

131 CLOSE HORDAK

The smoke coming from under his cloak.

HORDAK

(fuming)

Stop that, you hear me? Stop!

132 ANGLE ON SHERA

Standing hands on hips looking OS.

SHERA

Sorry, Hordak.

133 WIDER ANGLE

Shera picks up the tree trunk with the Troopers inside out of the ground and antics with it like a javelin thrower.

SHERA (con't)

One package of robots...back to the Fright Zone!

She hurls the dead hollow tree trunk OS.

TROOPER #1, TROOPER #2

(ad lib cries)

Nooo! Yeow! Whoa!

134 ANGLE ON HORDAK

Reacting angrily as he looks OS at Shera.



HORDAK

This time you've gone too far,  
SHERA! I'm going to teach you a  
lesson you'll never forget.

135 WIDEN ANGLE ON HORDAK

He transforms himself into a tank with huge jaws like a  
crab. He starts rolling toward Shera.

136 ANGLE ON SHERA

She sees the crab-like tank.

SHERA

You'll have to do better than that. \*

137 WIDEN ANGLE

The huge crab-like tank approaches Shera menacingly, its  
claws snapping open and shut.

138 ANOTHER WIDE ANGLE

CAMERA FOLLOWS Shera as she moves in between the snapping  
claws. As the claws reach for her, she ducks and the claws  
lock onto each other.

HORDAK (VO)

Hey!

139 ANOTHER WIDE ANGLE

Shera grabs the Hordak-tank and twirls it around. Then, as  
if it were a shotput, she throws it away OS.

SHERA

Now you can join your robots! \*

140 ON THE TANK - TRACKING

HORDAK

(shouting)

I'll be back! Brigis is doomed!  
The witch's power will be mine!

FADE OUT

END ACT ONEPP #67076

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SHERA, PRINCESS OF POWER

BRIGIS

PP #67076

ACT TWO

FADE IN:

141  
EXT BRIGIS

Adora, Madam Razz, Broom, and Kowl are in the village with the Chief. Bow ENTERS FRAME.

42  
ANGLE ON BOW

He's relieved at seeing them.

BOW

There you are. Thank goodness  
you're all safe.

143  
ANGLE ON KOWL

He flies toward Bow.

KOWL

Yes, thanks to Shera.

44  
ANGLE ON BOW AND KOWL

Kowl settles on Bow's shoulder.

BOW

(interrupting)  
Wait a minute. I helped a little!

KOWL

(sarcastically)  
Yeah, very little.

145  
ANGLE ON ADORA

She looks toward the chief, very concerned.

ADORA

But, Jarine is still missing.

146 ANGLE ON CHIEF

He looks toward the hour glass.

147 CLOSE ON HOUR GLASS

The sand is trickling down.

CHIEF (OS)

Yes, she must be found right away.  
There's very little time remaining.

\*

148 ANGLE ON MADAM RAZZ

She nervously holds her hands up over her head.

MADAM RAZZ

(excited)

Dearie my, if they don't find her,  
the spell will be broken and Brigis  
will be doomed! But we've searched  
everywhere!

149 ANGLE ON ADORA AND BOW

ADORA

There's only one place she could be!

BOW

In the Fright Zone?

ADORA

(very concerned)

I'm afraid so. If Hordak can keep  
her there long enough, the village  
can't disappear into time.

\*

BOW

And the Horde will have time to  
attack again.

150 ANGLE ON MADAME RAZZ

MADAME RAZZ

Exactly. We need help, fast, and  
there's only one person who can help  
us.

150 WIDE

Adora moves toward the SIDE OF FRAME.

BOW

Shera, right?

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ADORA

Right. I'll take care of finding her.

She ;moves OS.

CUT TO:

152 ANGLE ON CAGE

Jarine is sleeping on a bed in the cage.

153 INT SHADOW WEAVER'S WORKSHOP

Shadow WEaver and Hordak are standing next to a large vat of violently boiling, crackling lava. A two-headed snake is curled up watching their every move.

154 ANGLE ON SHADOW WEAVER

She stares down at the vat of very active lava, chanting to it.

SHADOW WEAVER

Boil, bubble, snap and crack,  
what of Hordak's next attack?

155 ANGLE ON POT

The lava in the pot suddenly becomes very agitated and several globs of lava shoot out of the mess, followed by puffs of smoke.

156 ANGLE ON HORDAK

He is watching the pot.

HORDAK

Well, what does the pot say?

157 ANGLE ON SHADOW

She points toward the lava pot.

SHADOW WEAVER

It says your next attack on Brigis  
will succeed.

158 WIDEN ANGLE

The snake raises its heads and hisses at Hordak. Hordak flinches, then he hisses back.

HORDAK

(not too loud)  
Hissss!

159 ANGLE ON SHADOW WEAVER

SHADOW WEAVER

Remember! As long as we have the little girl, Brigis cannot go back to sleep. The spell is broken.

160 ANGLE ON SNAKE AND HORDAK

HORDAK

Excellent! I shall get my forces ready for the final attack.

The snake hisses at Hordak.

SNAKE

(hisses)

Hordak leans close to the snake.

HORDAK

(loudly)

Hisssss!!!!

The snake becomes terrified, slithers away, and jumps into the lava pot.

DISS TO:

161 EXT WOODS - ADORA AND SPIRIT

She pulls out her sword.

ADORA

It's time to find Jarine and upset Hordak's plans.

She holds up the sword.

ADORA

For the honor of Grayskull!

162 TRANSFORMATION SEQUENCE

SHERA

I am Shera!

163 ANGLE WIDENS

As Shera and Swift Wind lift up and OS.

DISS TO:

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164 HORROR HALL ENTRANCE

Shera and Swift Wind land near the Horror Hall entrance.  
Shera jumps off Swift Wind.

165 ANGLE ON SWIFT WIND

SWIFT WIND

Shera, please let me go in with  
you.

166 ANGLE ON SHERA

She rubs Swift Wind's mane.

SHERA

No, Swifty. I've got to have  
you out here in case something  
goes wrong.

~~167 ANGLE ON SWIFT WIND AND SHERA~~

~~SWIFT WIND~~

~~Well, remember, if you need me,  
just whistle.~~

SHERA

Thank you, good friend.

168 WIDEN ANGLE

Shera approaches the entrance. Flames and smoke are  
shooting out from the volcanic floor.

169 ANGLE ON SHERA

She jumps over a small volcanic lava pool.

SHERA

Not a very friendly welcome mat.

170 INT HORROR HALL

Shera enters the cave-like corridor.

171 ANGLE ON SLITHERY THING

A slithery thing with many legs comes toward her, then moves  
away.

172 ANGLE ON CORRIDOR

CAMERA TRACKS Shera as she runs down the corridor. She  
somersaults over a spike covered monster. She makes several  
leaps over a row of small lava-spewing volcanos and dodges a  
large, diving bat.

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173  
ANGLE ON SHERA

She suddenly comes to a stop. There is a huge pit in front of her.

174  
SHERA'S POV - HUGE BOTTOMLESS PIT

She looks down into the pit.

SHERA  
No use taking chances.

175  
ANGLE ON SHERA

She holds up her sword.

SHERA  
Sword to pole!

The sword transforms into a pole.

176  
WIDEN ANGLE

CAMERA FOLLOWS Shera as she pole vaults over the pit, landing safely.

177  
ANGLE ON POLE

The pole transforms back to the sword.

178  
ANGLE ON MONSTER - SHERA'S POV

The two-headed monster is guarding the cages. She approaches slowly.

179  
ANGLE ON MONSTER

The monster sees her and breathes a stream of flame toward her.

180  
ANGLE ON SHERA

She dodges the flames.

SHERA  
Now that's an ugly thing to do.

181  
ANGLE ON SHERA

She holds up her sword.

SHERA  
Sword to mirror!

The sword transforms to a big mirror which Shera holds up.

SHERA

You don't frighten me, but let's see if you frighten yourself.

182  
WIDEN

The monster approaches Shera and the mirror. It looks in the mirror, sees itself, and is frightened. SFX: FRIGHTENED HOWL. CAMERA FOLLOWS the monster as it runs away, running into the bottomless pit.

183  
ON SHERA

Shera looks around.

SHERA

Jarine must be here somewhere.

CUT TO:

184  
INT STONE CELL AREA - JARINE AND GUARD

Jarine is inside a metal-barred stone wall cell. Outside, a mean-looking Horde Trooper sits casually in a chair, leaning back on chair's rear legs as he props his feet against a wall.

GUARD

It'll be a long time before you get outa here, little girl.

185  
ANGLE - JARINE

JARINE

I have to get back to my village before nightfall or...or... something terrible will happen.

186  
WITH GUARD

GUARD

Well, that's just too bad because Hordak said you weren't goin' anywhere!

A hand reaches INTO SHOT.

SHERA (VO)

Don't be too sure about that...

The hand gives a gentle pull on the back of the guard's chair.

GUARD

Hey!!

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The guard's feet fly up as he tries to prevent himself from falling over backward.

187  
WIDEN

To SHOW Shera standing behind the Guard.

GUARD

Shera! You're just asking for  
a laser zap! \*

He jumps to his feet, reaches into his holster, and pulls out a laser device. \*

188  
ANGLE - FAVOR SHERA

She reaches out lightning-quick and pulls the pistol-like weapon away from the guard. Taking it in both hands, she twists it into the shape of a pretzel and tosses it OS.

SHERA

Oh?

189  
ANGLE - GUARD

Looking apprehensive.

GUARD

Listen...uh...

190  
WIDER - WITH SHERA

SHERA

Open the cell.

GUARD

No, way!

191  
ANGLE - FAVOR SHERA

She frowns and turns toward the Guard and the cell door.

192  
ANGLE - GUARD

Wide-eyed as Shera moves toward him.

GUARD

Wait a minute...no...

193  
FULL ON SHEA

Frowning and moving directly TOWARD CAMERA. She reaches out with two powerful hands.

194  
ANGLE - GUARD

Really freaked now.

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GUARD

Nooooo!

195 WIDER ANGLE - SHERA AND GURD

As Shera reaches out and grabs the cell door with both hands. Shera flexes her powerful muscles and rips the cell door off its hinges.

196 ANGLE

SHERA

All right. Let's go.

Jarine runs out of the cell and OS.

197 ANGLE - SHERA AND GUARD

Shera, still holding the heavy cell door, turns back to the guard, sitting in his chair, wide-eyed. She places the cell door over his head and in his lap.

SHERA

Sorry about the redecorating.  
But I do like the open air look.

Shera moves OS.

198 PUSH IN ON GUARD

Sitting in his chair, completely weighted down by the heavy cell door in his lap.

GUARD

Hey...I can't move...Hey!  
Hordak won't like this!

DISSOLVE TO:

199 EXT BRIGIS VILLAGE

The Chief, Bow, and several villagers stand near the hourglass. Most of the sand has flowed through to the bottom.

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CHIEF

I'm afraid it's all over. Our  
time is just about up.

SHERA (VO)

Not quite!

200 WIDER - ALL

As they look up and OS, Shera drops down INTO SHOT on Swift  
Wind. She carries Jarine.

201 ANGLE ON VILLAGERS AND BOW

BOW

Shera found Jarine!

VILLAGERS

(ad lib cheers)

202 WIDEN ANGLE

The villagers cheer as the Chief walks to Shera.

CHIEF

I do not know you, but I thank  
you for what you have done.

SHERA

It was my pleasure.

203 ANGLE ON BOW

He looks toward Shera.

BOW

You're not a minute too soon,  
the sand has almost run out.

204 ANGLE ON HOURGLASS

The sand is almost out of the upper chamber.

CUT TO:

205 EXT RIDGE OVERLOOKING BRIGIS

A Horde army of Destructo Tanks is moving toward Brigis.

206 ANGLE ON HORDAK

As he pokes his head out of tank. Mantenna sets atop the  
tank.

HORDAK

Their time is up. Are we almost there?

MANTENNA

Yes, Hordak.



207 WIDEN

As Imp bounces INTO SHOT as a ball, then transforms into Imp. He lands on Hordak's shoulder and whispers into his ear.

208 ANGLE ON HORDAK

He reacts angrily.

HORDAK

What?! Blast!

209 WIDER

Hordak turns to Mantenna.

HORDAK

Faster! Shera brought the girl

Faster! Attack now, before it's too late!

210 WIDEN ANGLE

The Destructo Tanks start moving toward Brigis.

CUT TO:

211 EXT BRIGIS VILLAGE - OUR GORUP

As Kowl flies INTO SHOT.

KOWL

(excitedly)

Hordak is attacking! His tanks are moving in!

212 ANGLE ON SHERA AND CHIEF

The Chief looks toward Shera.

213 ANGLE ON HOURGLASS AND CHIEF

The sand is almost out of the upper chamber.

CHIEF

(desperately)

We only need a few more minutes.

214 ANGLE ON SHERA

SHERA

I'll see what I can do.

CAMERA FOLLOWS Shera as she jumps on Swift Wind and lifts up OS.

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215 AERIAL ANGLE - DOWNSHOT ON HORDE FROM SHERA'S POV

The Destructo Tanks are moving toward the village. The ANGLE REVEALS a small lake near the village that is held back on one side by a stone dam.

SHERA (VO)

I don't like the looks of this.  
But how do I slow down those tanks?

216 ANGLE ON SHERA

CAMERA FOLLOWS Shera as she jumps off Swift Wind, diving toward the ground with her arms held forward. She burrows into the ground in front of the advancing Destructo Tanks, leaving a huge raised mound of loose dirt in her trail, like a giant mole.

217 ANGLE ON TANK

A tank going full speed hits the mound and turns upside down.

218 ANOTHER ANGLE ON A TANK

Another tank tries to go over the mound but rolls on it's side.

219 WIDEN ANGLE

Several tanks reach the mound. The loose dirt of the mound suddenly explodes into the air, covering the tanks, as Shera zooms out of the mound. At that moment, Swift Wind drops down INTO SHOT and picks up Shera in midair (ten feet above the ground).

220 OUT

220A ANGLE ON TANK

It's on it's side. Hordak sticks his head out. Having seen what Shera has done, he is very angry.

HORDAK

If I can't get the magical power  
one way, I'll try another! Flood  
them out!

221 ANGLE ON NEARBY STREAM

Two large Horde construction tanks move to the dam and begin to break it down. The wall comes down and the water rushes out.

222 SHERA'S POV - ON THE DAM

Flying on Swift Wind, she looks down and sees the Construction Tanks have broken the dam and a flood of water is approaching the village.

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223 WIDEN ANGLE

CAMERA FOLLOWS Shera as she dives off Swift Wind into the ground, making a large hole in front of the oncoming rush of water, just in front of Brigis. \*

224 WIDEN ANGLE

The water flows into the hole.

225 ANGLE ON HORDAK

Watching from a distance. He rubs his hands together gleefully.

HORDAK

Excellent! As soon as the village is washed out, I'll grab the witch's magical box.

(BEAT)

Wait a minute...where's Shera?

226 WIDEN ANGLE

Shera pops out of the ground under Hordak, carrying him into the air.

SHERA

Here I am!

A water spout follows them into the air. Shera leaps on Swift Wind and OS, leaving Hordak on top of the water spout where he is bobbing up and down like a ball on a fountain spout.

HORDAK

Hey!

227 ANGLE ON HORDAK

Bouncing up and down on the water.

HORDAK (con't)

You can't do this! That magical power is mine! Aaaargh!

DISSOLVE TO:

228 EXT BRIGIS VILLAGE - A PATHWAY AT THE EDGE OF THE VILLAGE

Shera is in a group of villagers with the Chief and Jarine.

SHERA

(to the Chief and Jarine)  
Brigis will be all right, now.

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229 ANGLE - CHIEF

CHIEF

With very little time to spare...  
and very much thanks to you.

230 ANGLE - SHERA AND JARINE

Shera kneels down next to Jarine.

SHERA

You learned a hard lesson today,  
Jarine.

JARINE

I know...I put the village in  
great danger when I broke the  
rules.

231 FAVOR SHERA

SHERA

It's not always easy to obey  
rules --

Jarine shakes her head negatively.

SHERA (VO, con't)

-- But usually there's a very  
good reason for having them.  
And that's why they shouldn't  
be broken. \*

232 CLOSE ON JARINE

JARINE

I'll never do it again -- I've  
learned my lesson.

233 WIDE

As the Chief affectionately picks up Jarine and holds her.

CHIEF

And we've learned how kind and  
helpful strangers can be. \*

He turns to Shera.

CHIEF (con't)

And now it's time for Brigis  
to depart...back into time...

234 ANGLE - WIDE

Shera steps away from the village pathway and waves.

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235 ANGLE - WIDE ON BRIGIS, CHIEF, JARINE AND SHERA \*

JARINE

Here we go...goodbye, Shera!  
Thank you. \*

The village suddenly disappears.

VILLAGERS

(fading out)  
Thank you, Shera.

SHERA

(softly)  
Goodbye, Brigis. Rest well. \*

QUICK DISS TO:

236 KNOLL ABOVE DESTROYED HORDE FORCES

Bow, with Kowl on his shoulder, is looking in the direction of the destroyed Horde forces. Adora comes INTO FRAME.

237 ANGLE ON BOW

He sees Adora.

BOW

Adora! There you are! You should have seen what Shera did.

238 ANGLE ON ADORA AND BOW

ADORA

You mean stopping Hordak with the water?

BOW

Oh, you know? But do you know, it was my idea?

239 CLOSER ON ADORA

ADORA

Oh, really?

240 ANGLE ON BOW

Bow looks to Razz for approval.

BOW

Right, Madam Razz?

241 ANGLE ON MADAM RAZZ AND BROOM, KOWL

They shake their heads in disbelief.

MADAM RAZZ, BROOM, KOWL  
You've got to be kidding!

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247

ANGLE ON BOW

BOW

You're right...I am kidding!  
(laughs)

243

WIDEN ANGLE

They all laugh.

ADORA, RAZZ, BROOM, KOWL, BOW  
(laughing)

FADE OUT

THE END

PP #67076

SHERA, PRINCESS OF POWER

BRIGIS

PP #67076

THIRTY SECOND TAG

FADE IN:

244 ON LOOKEE \*\*

LOOKEE #1 \*\*

Hi! It's me again -- your old friend Lookee. Did you find where I was hiding today? If not... take another look.

245 SCENE FROM SHOW - HOLD FOR VIEWERS TO LOOK FOR LOOKEE \*\*

LOOKEE (VO) \*\*

See me yet?

HOLD THREE BEATS. \*\*

246 ANOTHER ANGLE \*\*

LOOKEE #2 \*\*

Here I am! In today's story, little Jarine put her village in great danger when she broke the rules.

247 ANOTHER ANGLE \*\*

LOOKEE #2 (con't) \*\*

You can be in great danger from breaking rules, too. Have you ever tried to cross the street against the stoplight? That's breaking a rule.

(BEAT)

Sometimes others aren't that clear, but there's a very good reason for having them. And that's why they shouldn't be broken.

(BEAT)

Bye, now. See you next time!

FADE OUT \*\*

\*\*

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